Anipalz
Instruction Manual

Welcome to the world of ANIPALZ.
Your Anipalz dog is the perfect virtual companion. You can play with him at anytime and take him with you wherever you go.
Apart from playing with him, you need to train him well. The more you train your Anipalz dog, the more skills he can master. However, if he is left untrained for a while, he may forget some of his newly mastered skills and in some cases behave abnormally. You can also take photos or record video clips during various stages of his development.
Your Anipalz dog can bring you lots of fun. So, please read the following instruction manual carefully and get the best out of him.

REPLACEMENT OF BATTERIES

1. Ask an adult to install batteries.
2. Remove the battery cover at the back of the unit by loosening the screw as shown in the figure.
3. Insert 2 x AAA batteries into the battery compartment and tighten the screw.
4. The game unit will start automatically and is ready to play.

For the best performance, we recommended you use alkaline batteries.

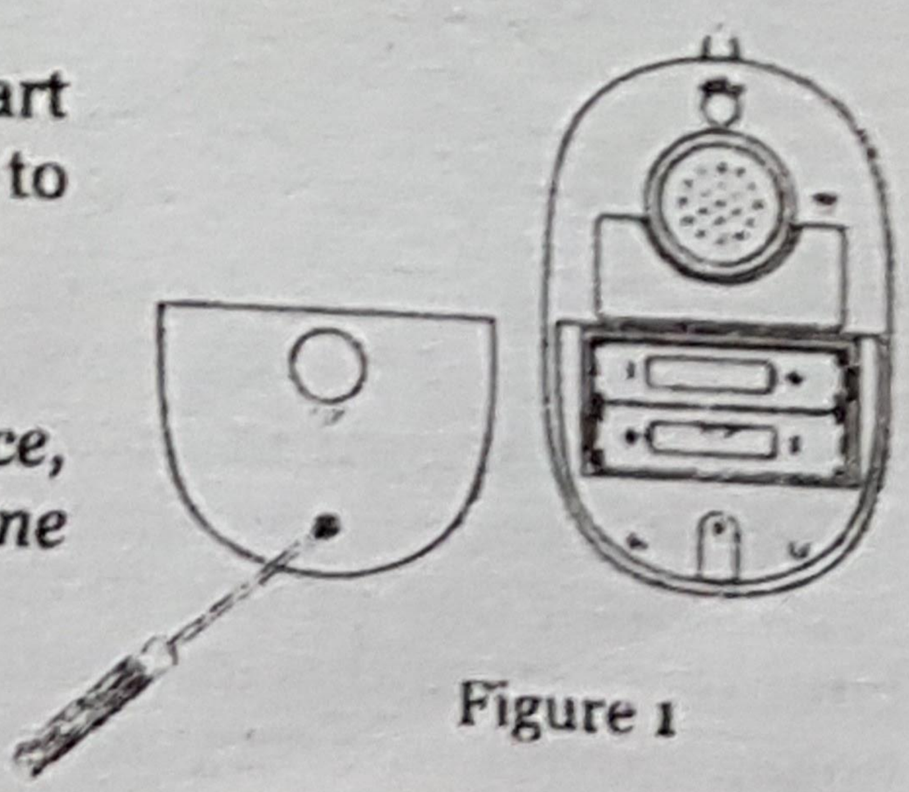


Figure 1

⚠ CAUTION

- Batteries should be replaced by an adult.
- Do not give tools to children to open the battery door.
- This product is not suitable for children under 36 months due to small parts which may present a choking hazard.
- May contain small parts.
- Replace batteries when you notice the screen is dimmer than normal.
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries are to be removed from the game unit.
- The supply terminals are not to be short-circuited.
- Only batteries of the same or equivalent type as recommended are to be used.

GETTING TO KNOW YOUR ANIPALZ UNIT

Figure 2

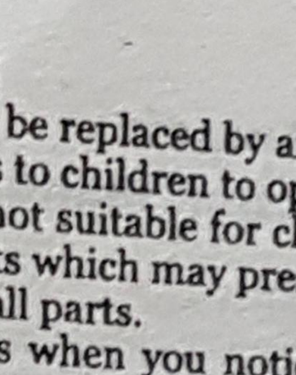


Figure 3

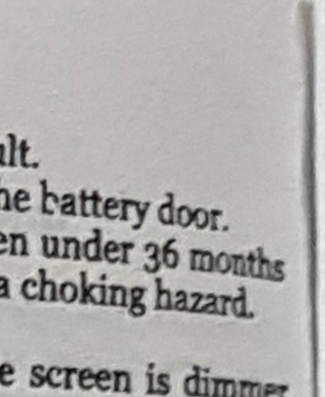


Figure 4

You can communicate with your Anipalz dog via different sensors located on the front cabinet (A – E, Figure 2). Hold the unit as shown in Figure 4 and make your instructions by sliding your finger through different sensors or touching each sensor one by one in the correct sequence. Refer to the later sections of this instruction manual to learn the different finger movements on your sensor pad.

To conserve battery life, the unit will enter the sleep mode if it is left idle for about three minutes. In the sleep mode, the time and date will be displayed on screen. You can wake your Anipalz dog up by pressing the WAKE UP key (F, Figure 3) located at the back of the cabinet. You can also activate the sleep mode by pressing the WAKE UP key once more

During the wake up process, the unit has to activate all the sensors, which may take up to a second. During this procedure, the unit may not be able to fully respond to your finger instruction.

Once you have woken your Anipalz dog, he will be in the DEFAULT POSITION and will wait for your instructions.

QUICK START GUIDE

Your Name

Dog's Name

Date

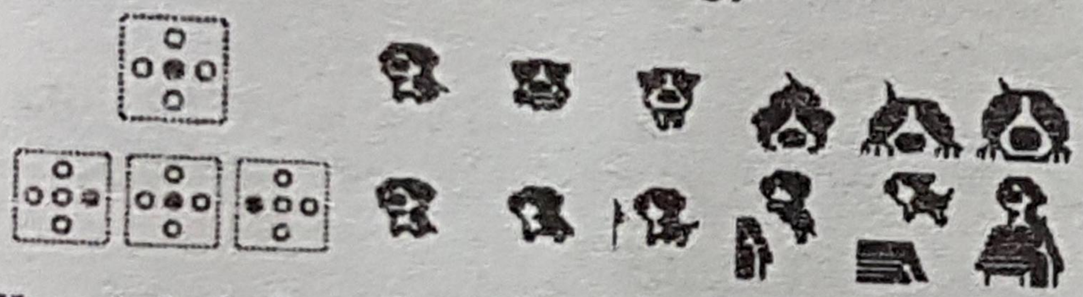
Time

Once you have installed the batteries, the unit will enter the initialization mode automatically. You will be asked to enter Your Name first (Default: YOU). Touch B / D to go to different places and A / C to change the letters at the chosen position (flashing). Finally, touch E to confirm the selection. You will then be asked to enter your Dog's Name (Default: PET), Date (in the format MM / DD) and Time. Once you have confirmed the time, you will hear your Anipalz dog bark and the game starts with him in his DEFAULT POSITION awaiting your instructions.

Don't worry if you enter the information incorrectly as you can change it at anytime from the SETUP menu.

Your First Finger Instruction

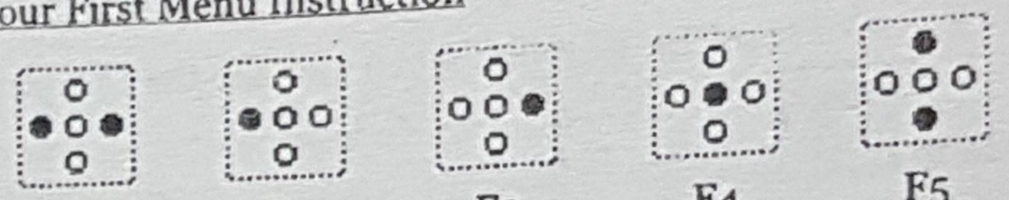
Now, ask your Anipalz dog to come over and say Hello to you by touch his face (E) or ask him to show you his kennel by sliding your finger through the sensors from right to left (D -> E -> B). Your dog will bark twice if he understands your instruction and will then act accordingly.



Your Anipalz dog will bark differently if he thinks you have made an instruction but doesn't understand it or forgets how to do the action due to lack of training. Now slide through the sensors from the bottom to the right (C -> D) to hear how the dog barks when he forgets an action due to lack of training and slide through the sensors from the bottom sensors to the left (C -> B) for the barking sound when your Anipalz dog does not understand your instruction at all.

Try different speeds when you carry out your finger instruction and find a speed that your Anipalz dog will understand most. Also, please allow a very short time for your pet to understand your instruction after you have given it to him.

Your First Menu Instruction

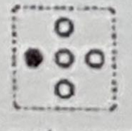


F1 F2 F3 F4 F5

Touch D and B simultaneously [see F1] to enter the menu screen. The different functions available are grouped into six categories. They are Caring, Games, Training, Video, Camera and Setup. Touch B / D [see F2 / F3] repeatedly to browse through menu items, touch E [see F4] to confirm the selection. Finally, touch A and C successively [see F5] to leave the menu screen.

Caring Games Training Video Camera Setup

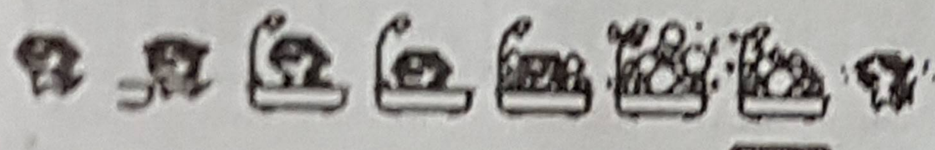
Now, study the following instructions below to give your pet a bath and shower. Go to the menu mode and choose the menu icons in the following sequence

1. Go to the menu screen;
2. Confirm the selection when you see the Caring Menu ;
3.  or To browse through the different categories available in the Caring Menu;

4. Confirm the selection when you see the Cleaning Menu ;

5. or To browse through the sub-menu

6. Confirm the selection when you see the Bathing Icon ;



Try different functions in the Feeding Menu and the Cleaning Menu .

Taking a Snapshot of your Anipalz

You can take snapshots of your favorite moments with your Anipalz dog by sliding through the top and center sensors ( ).You will hear a shutter sound when you successfully take a picture. Try to call your Anipalz dog to come to you and take some photos while he is running towards you.

You can see your photo album by entering the Camera Menu . Use B / D to browse through different photos in the album.

Now that you are equipped with the basic skills to communicate with your Anipalz dog, please read through the instruction manual for other available functions and actions to improve your dog handling skills.

MENU FUNCTIONS

In the following section, we shall take you through all the functions of your Anipalz game in detail:

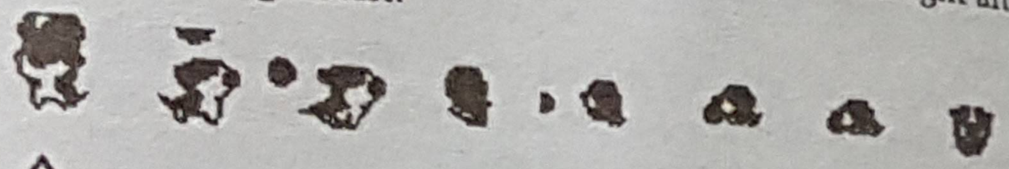
Caring Menu

All the functions you need to take care of your Anipalz dog are grouped in this menu. The different caring features available are:

1. Game

Go into the Game Menu , and you will find that there are different games available for your dog to play. When you find the game you want to play, wait for a moment and the unit will show you the Finger Instruction you need to carry out to teach your dog the game. For example, if you want to play the Ball Game, the following sequence will be shown repeatedly on screen:

The sequence above will be played repeatedly before you give your dog his instruction. Now, follow the finger instruction on screen. Your Anipalz will bark twice if he understands your instruction and will play the chosen game straight after his acknowledgement.



If you think your Anipalz dog is unwilling to understand your instruction this time, you can always leave the menu using F5 or choose another game using F2 / F3.

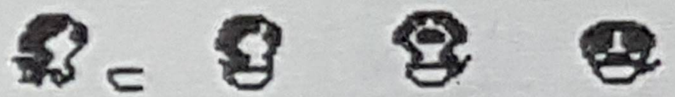
Once you have taught your Anipalz pet to play a particular game from the Game Menu, he will remember it and you can ask him to play it anytime he is in his DEFAULT POSITION. However, if you do not ask your Anipalz dog to play a particular game for a while, say, three days, he may well forget about it. You then have to go to the Game Menu and teach him all over again.

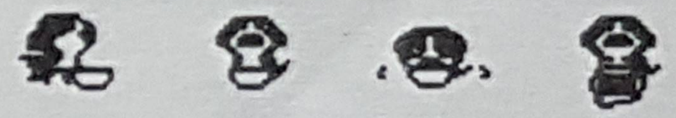
It is recommended that you play different games with your Anipalz pet at least once every two days to keep refreshing his memory.

Other games available to your Anipalz are: Flying Disc , Rope Skipping , Catching the Bone and Obstacle Race .

2. Feeding

The foods available to your Anipalz dog are Water , Milk , Meat and Dog Food . Depend on how you train your Anipalz, he will eat his food in a different ways. For example:

A well behaved Anipalz dog 

A naughty Anipalz dog 

We will explain later in the Training Menu section how to improve your dog's discipline.

3. Cleaning

From this menu, you can choose to Brush or Bath your Anipalz pet or even Clean and Tidy his Kennel . Your Anipalz dog will be unhappy if he is dirty, and

from time to time you will see that he needs to be groomed. So keep an eye on his behaviour and build an understanding of his needs.

It is recommended that you clean your Anipalz pet regularly, say at least once every two days to keep him clean and happy.

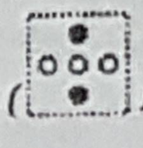
4. Jogging

It is also very important to take your Anipalz pet for a walk or even a run to keep him fit and happy. Again you will see abnormal behaviour if he feels unfit and unhappy.

Game Menu

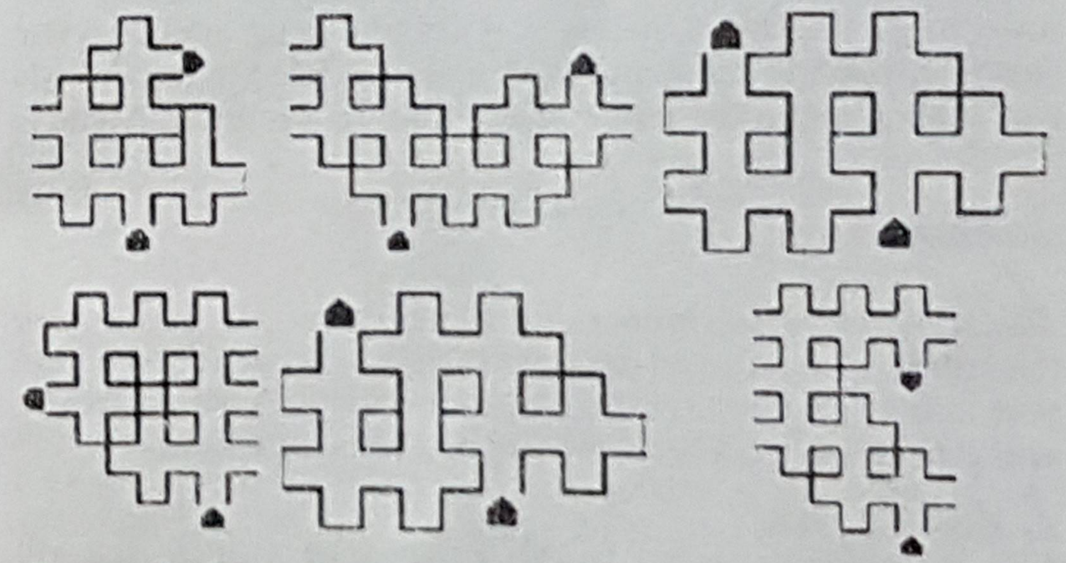
Using your Anipalz dog as the main character, there are five interactive games for YOU to play. You will receive prizes by winning these games but you will have your prizes taken away if you lose games. Your prize will be displayed in your Anipalz Garden (we will show you how to walk around the garden later). The five games available are Maze ,

Flying Disc , Hide and Seek , Guessing and Matching .

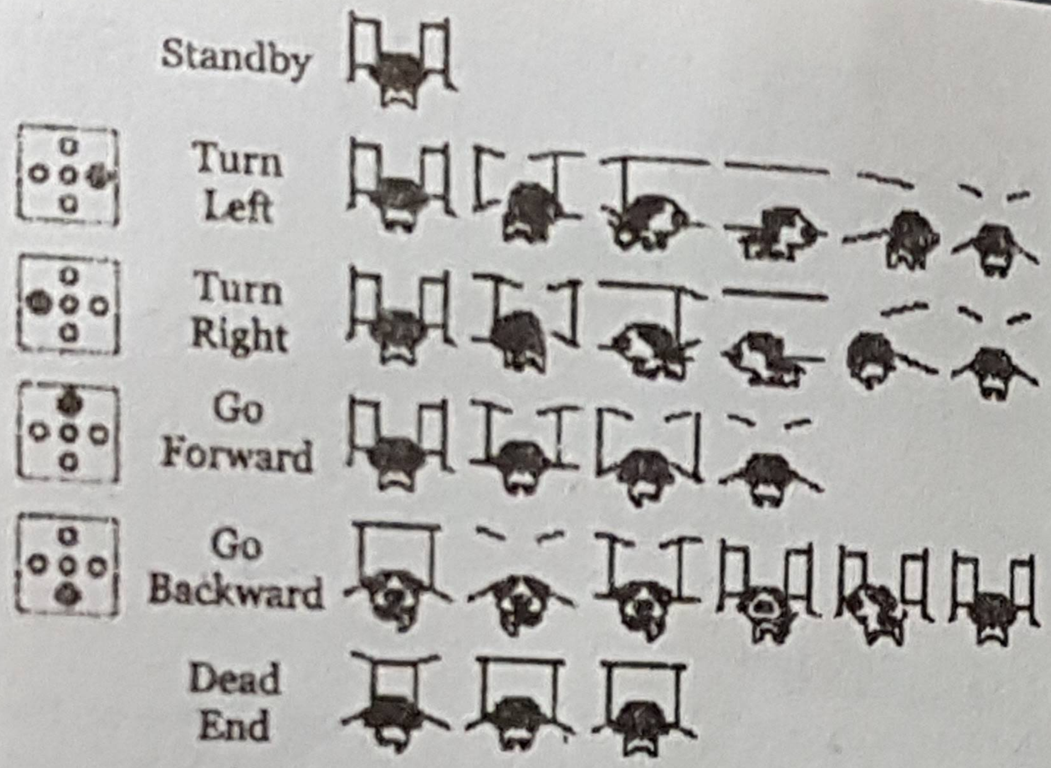
You can leave the game at anytime by performing the ESC finger instruction ( F5).

1. Maze

In this game, the unit will randomly chosen one of the following Mazes and you are asked to guide your Anipalz out of the Maze within the specified time (199 seconds).



Choose the Maze Icon from the Game Menu and touch E to confirm the selection. Touch E again to enter the Maze and the game starts.



Give your instruction to your Anipalz when he is in the Standby position and manoeuvre as shown above. You have to go backwards when you get to a dead end. You can carry on playing the game even after the time is up and you can stop playing the game at anytime by touching A and C simultaneously (F5).

You are recommended to carry on the game even though the time up and get used to different mazes. Although you will not be awarded a prize for finishing the maze you will gain some good experience for future attempts

2. Flying Disc

This is a memory game. In this game, your Anipalz dog will retrieve a Flying Disc with a number printed on it. You have to remember the numbers in the sequence your dog brings them back to you.

Choose the Flying Disc Icon from the Game Menu and touch E to confirm the selection. Touch E again to start playing the game. You will see a disc fly into the distance and your dog

will bring it back to you

. There will be a number on it. For example, he will bring back a 3 . You will then be asked to confirm the correct position when you see the following figure .

So, touch the cabinet at position C and you will hear a BEEP sound. If you get the number right, your dog will then be thrown a new disc and he again will retrieve it and show you a new number. For example, he brings a 4 back

. Enter the sequence when you see , touch the cabinet at position C and then B for 3 and 4 respectively. And finally, touch ENTER to confirm the end of the sequence. Your Anipalz will keep on retrieving new discs as long as you remember the numbers and enter them correctly. You will win the game if you remember and enter all the numbers in the correct order.

If at anytime you get the sequence wrong, your dog stop bringing you discs back and you are out of the game.

3. Hide and Seek

A sock is hidden in one of the three cups. Use your sixth sense to find it!

Choose the Hide and Seek Icon from the Game Menu and touch E to confirm the selection. Touch E again to start playing the game. Your Anipalz dog is asked to sniff a sock

, which will then be hidden in one of the cups. Touch B / D to instruct you Anipalz to choose

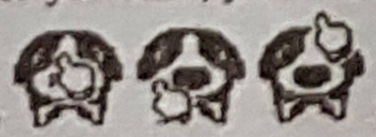
a cup to find the hidden sock. Confirm your choice by touching (E) ENTER. You win the round if a sock is found

in the chosen cup ; otherwise you lose. There are five rounds in each game and you win the game by winning at least 3 of the five rounds. You will be awarded a prize if you win the game.

4. Guessing

Try this game and see how good you are at guessing your Anipalz dog's next move.

Choose the Guessing Icon from the Game Menu and touch E to confirm the selection. Touch E again to start playing the game. Once you start, you will see a finger moving over the



dog's face and you make your guess by

touching the sensor pad at A, B, C and D for Up , Left , Down and Right respectively. You have only 3 seconds to make up your mind.

You can always change your choice before the 3 seconds are up!

Your Anipalz dog will confirm by nodding his head

and let you know what direction he has chosen by moving his head as follows:

Up Left Down Right

Your dog will show you a sad face

if you guess correctly and you will win the round. Alternatively he will show you a happy face when you lose the round. You win the game by winning at least 3 rounds out of 5.

5. Matching

Bone Gift Can Candy Phone Key Milk Sock

Eight pairs of buried treasures are hidden in the playground and you have to find each pair before the specified time runs out (250 seconds)
Choose the Matching Icon from the Game Menu and touch E to confirm the selection. Touch E again to start playing the game. When the game starts, you are in the center of the field, touch the cabinet at A, B, C and D top move your Anipalz dog around the field. Touch E to dig and the treasure will appear
If the current treasure you dig is the same as the previous one, your Anipalz dog will bark and both items will remain on the field. If not, it will disappear and you will have to dig it out again next time. Try to remember the position of each of the treasures you unearth!

As in the Maze game, you can carry on playing the game even if the given 250 seconds are up, This will give you valuable practice time

Training Menu

In this menu you will find all the actions you can carry out with your Anipalz dog
These actions are further classified into four categories: Basic Action, Advance Action, Discipline and Make you own Instructions.

1. Basic Action

All the actions that your Anipalz dog has learned from birth and will never forget are grouped into this menu. Therefore, whether you have trained him or not, he will always be able to perform them in his Default Position.

You can scroll through the different actions available in this sub-menu by touching B / D. For your chosen action, the screen will show the associated finger instruction. For example,

The sequence above will be played repeatedly before your Anipalz pet has a complete understanding of your instruction. Follow the finger instruction on screen. Your Anipalz will bark

twice if he understands your instruction and will perform the chosen action straight after his acknowledgement.
Full list of actions available are summarized below:

2. Advance Action

This section shows all the actions your pet needs to taught before he can perform them. They are summarized below:

Your Anipalz dog may well forget any or all of these actions if you do not train him regularly when he is in his default position. If he simply forgets about a particular action, you may jog his memory by performing the finger instruction twice in the default position. If he still cannot remember, you must go to the Training Menu and train him once again.

Pay attention to the barking sound of your Anipalz pet and judge whether he does not understand your instruction or simply forgets how to do it!

3. Discipline

You can train your Anipalz dog to be patient and actually teach him manners from this sub-menu. A lack of discipline in training will cause your Anipalz pet to behave abnormally when you require him to eat, go to the toilet or go to his kennel.

By training him from the menu, you can teach your Anipalz to go to the toilet in a designated spot rather than making a mess all over the place.

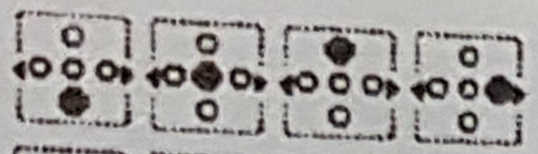
You can teach your dog to stay inside his kennel rather than climb all over its roof.

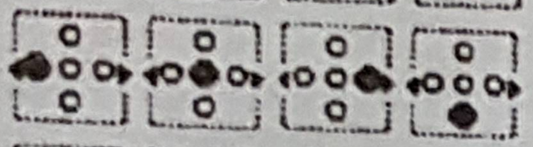
Train him to be patient when he is feeding from the Caring / Feeding menu.

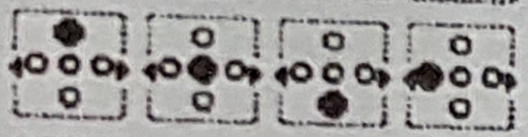
Train your Anipalz dog to bring you a letter from the letter box instead of leaving your shoes all around the house.

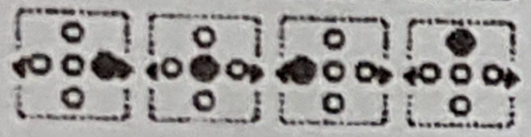
4. Make your own Instruction

You can group all the different actions discussed so far into series of actions and assign one finger instruction to each series. Whenever you give the newly assigned instruction, your Anipalz pet can perform three actions in a row. The four finger sequences that you can assign to your series of three actions are:

i. 

ii. 

iii. 

iv. 

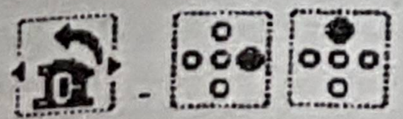
So say you want to assign the following actions

to the First Instruction above...

- Browse to the finger instruction

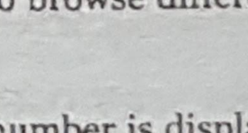
in Make your own Instruction.

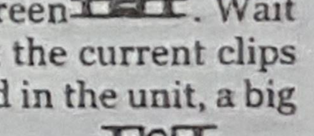
- Follow the finger motion on screen, if your Anipalz dog understands it, he will bark twice and wait in the Default Position for your first instruction. Otherwise, keep trying until he acknowledges it.

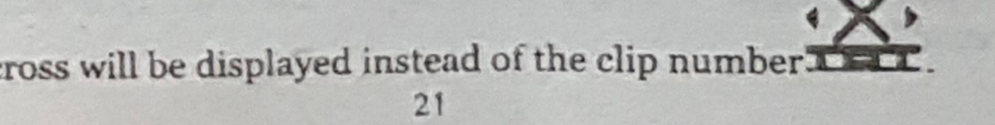
- Follow the finger instruction for 

. If he understands, he will roll to the left. Keep doing this until he confirms your instruction;

- Then carry out the finger instruction for



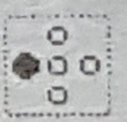
- Finally, perform the finger instruction for 

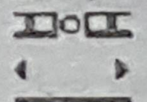


- Your Anipalz pet will bark again to confirm he has understood your instruction.

Video Menu

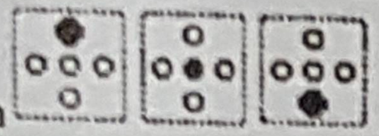
You can record different video clips of your Anipalz dog from the Video menu. You can also playback or delete different clips you recorded earlier.
Now, enter the menu mode and browse to the video function.

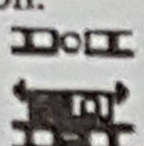
Once you enter the video menu, use B  and D to browse different video clips you recorded earlier, the clip



number is displayed in the center of the screen. Wait for a while and the unit will start play back the current clips automatically. If there is no video clip stored in the unit, a big

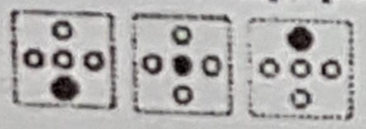
cross will be displayed instead of the clip number.

If you do not like any of these clips, you can also delete them from here. Browse to the video clips you want to delete, and carry out the finger instruction  . You are then asked to confirm the deletion.

i. Confirm ii.  Cancel

Touch E to confirm your selection.

Make sure you have reviewed the video clip before deletion as you cannot retrieve a video clip once it has been deleted.

To record a new video clip, perform the following finger instruction  from the video menu. When you have started, you can instruct your Anipalz pet to perform different actions in the normal manner by using finger instructions. Each action will be recorded successively.

Once you finish with your recording, touch successively to stop recording. During your recording, if the memory is full, will be displayed on the upper right corner of the screen and you will hear a BEEP sound.

Delete some of the unused video clips and / or photos to free up more memory space before the start of a new recording.

Camera Menu

You can always take a snapshot of your Anipalz pet using the following finger instruction . You will hear a shutter sound and a camera icon will be displayed on the upper right corner of the screen. If the memory is full, will be displayed on the upper right corner of the screen and you can no longer taken any more photos.

You can take photos of your Anipalz pet at the default position only

Go to the camera menu to review your photo album. When you enter the camera menu, use B and D to browse the different photos you have taken. When there are no photos, a big cross will be shown on screen . To delete a specific photo, browse to the specific item you want to delete and perform the following finger instruction . You are then asked to confirm the deletion.

i. Confirm ii. Cancel

Touch E to confirm your selection.

Please clear memory space regularly so that you don't miss any golden moments with your Anipalz dog.

Setup Menu

At any time you can change the stored information in the unit – Your Name, Pet's Name, Date and Time.

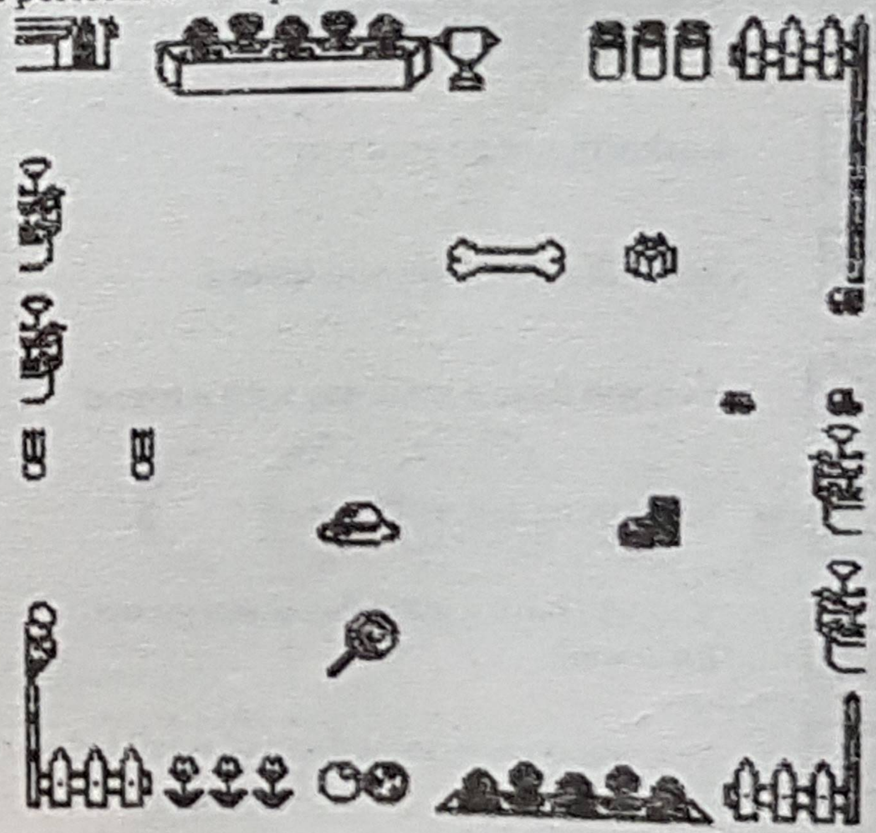
Enter the Setup menu and browse to the specific category you want to edit. Then touch E to start editing. Use A / C to change the letter or number and B / D to navigate between different position (the one flashing is the current position you can edit). Having made all your changes, touch E to confirm.

You can also set an alarm at a specific time of a day to remind you of an important event. Choose the alarm icon from the Setup Menu. Set the alarm time as usual and move to the ON / OFF position to set the alarm ON and OFF. At the designated time, the unit will bark continuously for one minute. You can switch the alarm off by touching any sensor or press the Wake Up key if the unit is in the sleep mode.

THE GARDEN

You can take your dog out for a walk in the Garden. Touch A, B, C and D to take your Anipalz dog to the top, left, bottom and right respectively. Refer to the figure below for the overall view of the garden. The exact landscape of the garden may change from time to time depending on how you treat your Anipalz pet. For example, if your clean his house regularly, you will see a clean house on the upper left corner of the garden. If not a dirty house will be found. Try to find out what you can do to change the landscape of your garden.

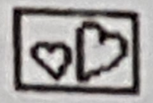
When you ask your pet to carry out a specific instruction in the garden, he will first go back to his default position and then perform the requested action.

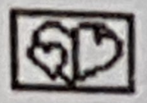


FORTUNE TELLING

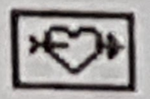
From time to time, your Anipalz pet will bring you a letter . You can touch the center key (E) to open it. In the letter, there are different predictions. Refer to the list below..

A fine day

 A good day

 An excellent day

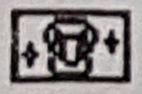
Luck will not go your way

 You will meet someone special

You will have a good day with a friend

Something sad will happen

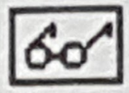
You will have a good day if you go out for a walk

 You will receive something of small value

You will receive a present today

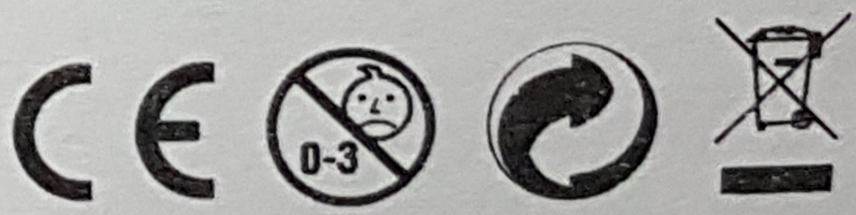
You will eat something delicious today

Pocket money day

 You will learn new things today

RESET

If your unit malfunctions or you want to start over from the beginning, press the RESET button on the back of the cabinet using a pointed device



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